Please amend claims 1, 2, 8, 9, 11, 12, 14, 15, 19, 20, 21, and 25. Please add claims 26-33. For the convenience of the Examiner, the full text of the presently pending claims is set forth below, including those that remain unchanged.

1. (Once Amended) A method of interfacing with a three-dimensional object that is displayed, said method comprising [the steps of]:

defining said three-dimensional object as a component with a component interface, said component intrinsically containing an intelligent content;

displaying said component interface; and

interfacing with said three-dimensional object through said component interface.

2. (Once Amended) The method of claim 1, wherein said defining [step] <u>said three-dimensional object as the component intrinsically containing the intelligent content</u> [further] comprises [the steps of]:

defining said component in a three-dimensional content language;

defining an at least one property to describe said component; and

defining an at least one route to interface said component with a second component, so that said at least one property and said at least one route comprise a portion of said intelligent content.

3. (Unchanged) The method of claim 2, wherein said three-dimensional content language is a virtual reality modeling language.

4. (Unchanged) The method of claim 2, wherein said at least one property is selected from the group consisting of color, shape, transformation, behavioral, event handling and grouping.

5. (Unchanged) The method of claim 2, wherein said at least one route is selected from the group consisting of event and action as an event model for the component.

6. (Unchanged) The method of claim 1, wherein said component interface is selected from the group consisting of group, pickable, transformable, colorable and texture.

7. (Unchanged) The method of claim 1, wherein said component interface is selected from the group consisting of a smartproperty list, a smartproperty, a smartwidget, a smartfactory, a property, a propertylist, an extension and an extensionfactory.

8. (Once Amended) The method of claim 1, wherein said displaying [step] said component interface [further] comprises [the step of] displaying said component interface on a cathode ray tube display.

9. (Once Amended) The method of claim 1, wherein said interfacing [step] with said component [further] comprises [the steps of]:

providing a plurality of component interfaces;

selecting one of said plurality of component interfaces to access said intelligent content; and

interfacing with said three-dimensional object through said selecting one of said plurality of component interfaces.

10. (Unchanged) An apparatus for interfacing with a three-dimensional object that is displayed, comprising:

means for defining said three-dimensional object as a component with a component interface, said component intrinsically containing an intelligent content;

means for displaying said component interface; and

means for interfacing with said three-dimensional object through said component interface.

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11. (Once Amended) The apparatus of claim 10, wherein said defining means [further] comprises a computer readable medium having a computer program stored therein.

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12. (Once Amended) The apparatus of claim 10, wherein said displaying means [further] comprises a cathode ray tube display.

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13. (Unchanged) The apparatus of claim 11, wherein said computer program is written in a virtual reality modeling language.

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14. (Once Amended) A computer system for interfacing with a three-dimensional object that is displayed, comprising:

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a means for displaying said three-dimensional object;

a memory for storing a computer program for interfacing with a three-dimensional object displayed on said displaying means, said computer program [executed to] <u>capable of</u> [perform the steps of]:

defining said three-dimensional object as a component with a component interface, said component intrinsically containing an intelligent content;

displaying said component interface on said displaying means; and

interfacing with said three-dimensional object through said component interface; and

a processor for executing said computer program in conjunction with said monitor.

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15. (Once Amended) The computer system of claim 14, wherein said defining [step] said three-dimensional object as the component intrinsically containing the intelligent content [further] comprises [the steps of]:

defining said component in a three-dimensional content language;

defining an at least one property to describe said component; and

defining an at least one route to interface said component with a second component, so that said at least one property and said at least one route comprise a portion of said intelligent content.

16. (Unchanged) The computer system of claim 15, wherein said three-dimensional content language is a virtual reality modeling language.

17. (Unchanged) The computer system of claim 14, wherein said component interface is selected from the group consisting of group, pickable, transformable, colorable and texture.

18. (Unchanged) The computer system of claim 14, wherein said component interface is selected from the group consisting of a smartproperty list, a smartproperty, a smartwidget, a smartfactory, a property, a propertylist, an extension and an extensionfactory.

19. (Once Amended) The computer system of claim 14, wherein said interfacing [step] with said three-dimensional object [further] comprises [the steps of]:

providing a plurality of component interfaces; and

selecting one of said plurality of component interfaces to access said intelligent content.

20. (Once Amended) A computer readable medium having a computer program stored thereon that, when loaded into a computer, cause said computer to perform a function of interfacing with a three-dimensional object displayed on said computer, said computer interfacing with said three-dimensional object by [performing the steps of]:

defining said three-dimensional object as a component with a component interface, said component intrinsically containing an intelligent content;

displaying said component interface; and

interfacing with said three-dimensional object through said component interface.

21. (Once Amended) The computer readable medium of claim 20, wherein said defining [step] said three-dimensional object as the component intrinsically containing the intelligent content [further] comprises [the steps of]:

defining said component in a three-dimensional content language;

defining an at least one property to describe said component; and

defining an at least one route to interface said component with a second component, so that said at least one property and said at least one route comprise a portion of said intelligent content.

22. (Unchanged) The computer readable medium of claim 21, wherein said three-dimensional content language is a virtual reality modeling language.

23. (Unchanged) The computer readable medium of claim 20, wherein said component interface is selected from the group consisting of group, pickable, transformable, colorable and texture.

24. (Unchanged) The computer readable medium of claim 20, wherein said component interface is selected from the group consisting of a smartproperty list, a smartproperty, a smartwidget, a smartfactory, a property, a propertylist, an extension and an extensionfactory.

25. (Once Amended) The computer readable medium of claim 20, wherein said interfacing [step] <u>with said three-dimensional object</u> [further] comprises [the steps of]:

providing a plurality of component interfaces; and

selecting one of said plurality of component interfaces to access said intelligent content.

--26. (New) A method of interfacing with a three-dimensional object that is displayed, the method comprising:

defining the three-dimensional object as a component and a component interface, the component intrinsically containing an intelligent content defining the component and permitting interface with the component;

displaying the component interface; and

interfacing with the component through the component interface.

27. (New) The method of claim 26, wherein defining the three-dimensional object as the component intrinsically containing the intelligent content defining the component and permitting interface with the component comprises:

defining the component in a three-dimensional content language;

providing a property to describe the component; and

providing a route to interface the component with a second component.

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28. (New) A method of providing interface with a three-dimensional object, the method comprising:

defining a component interface; and

defining the three-dimensional object as a component including an intelligent content permitting interface with the component through the component interface.

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29. (New) The method of claim 28 wherein defining the three-dimensional object as the component including the intelligent content includes:

providing a property describing the component; and

providing a route permitting interface with the component;

wherein the property and the route represent at least a portion of the intelligent

content.

30. (New) The method of claim 29 wherein the route permits interface of the component with a second component.

31. (New) A method of representing a three-dimensional object as a component for interfacing with the three-dimensional object, the method comprising:

defining a component interface; and

defining the three-dimensional object as the component such that the component includes a property describing the component and a route permitting interface with the component;

displaying the component interface.

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32. (New) A method of representing a three-dimensional object as a component for interfacing with the three-dimensional object, the method comprising:

defining the three-dimensional object as the component using a three-dimensional content language such that the component includes at least one property describing the component, and at least one route permitting interface with the component, the at least one property and the at least one route representing at least a portion of an intelligent content contained intrinsically within the component;

defining a plurality of component interfaces; and

displaying the component interfaces.

33. (New) A method of representing a three-dimensional object as a component for interfacing with the three-dimensional object, the method comprising:

defining a plurality of component interfaces;

defining the three-dimensional object as the component intrinsically containing an intelligent content comprised at least in part by a plurality of properties and a plurality of routes, the properties describing the component and the routes permitting interface with the component.--

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